ZOMBIE BASIC 2.5 - FBX ANIMATION LIST

NAME	DESCRIPTION

ATTACKS

NAME	DESCRIPTION
Zombie_Stand_To_Atk_1	- Standing to Attack Loop 1
Zombie_Atk_Loop_1	- Attack Loop 1
Zombie_Stand_To_Atk_2	- Standing to Attack Loop 2
Zombie_Atk_Loop_2	- Attack Loop 2
Zombie_Stand_To_Atk_4	- Standing to Attack Loop 4
Zombie_Atk_Loop_4	- Attack Loop 4
Zombie_HyperAttack_1	- Frantic attack, continuous lashing with arms v1
Zombie_HyperAttack_3	- Frantic attack burst, with arms, then pause v1

DEATHS

NAME	DESCRIPTION
Zombie_Death_Back_Mid_1	- Death falling backwards
Zombie_Death_Forward_1	- Death falling forwards
Zombie_Death_Left_1	- Death falling left
Zombie_Death_Right_1	- Death falling right
Zombie_OnFire_1	- On fire, flailing, then forward death
Zombie_OnFire_2A	- On fire, flailing, then backward death

CRAWLS

NAME	DESCRIPTION
Zombie_Crawl_1	- Long non-looped Crawl 1
Zombie_Crawl_1_Loop	- Crawl 1 looped
Zombie_Crawl_2	- Long non-looped Crawl 2
Zombie_Crawl_2_Loop	- Crawl 2 looped
Zombie_Stand to_Crawl_1	- Stand fall to Crawl 1 Loop
Zombie_Crawl_1_to_Stand	- Crawl 1 Loop to Stand
Zombie_Stand to_Crawl_2	- Stand fall to Crawl 2 Loop
Zombie_Crawl_2_to_Stand	- Crawl 2 Loop to Stand

CHASES

NAME	DESCRIPTION
Zombie_Stand_To_Chase_1	- Standing to Chase 1 Loop
Zombie_Stand_To_Chase_1_Full	- Standing to Chase 1 Full Loop
Zombie_Chase_1_Loop	- Short loop
Zombie_Chase_1_Loop_IP	- In-Place (45.23 cm/sec)
Zombie_Chase_1_KnockBack_Chase	- Chase 1 Loop, knocked back, resume chase
Zombie_Chase_1_Full_Loop	- Long version loop
Zombie_Chase_1_Full_Loop_IP	- In-Place (45.23 cm/sec)
Zombie_Stand_To_Chase_4_Full	- Standing to Chase 4 Full Loop
Zombie_Chase_4_Full_Loop	- Long version loop
Zombie_Chase_4_Full_Loop_IP	- In-Place (68.80 cm/sec)
Zombie_Chase_4_KnockBack_Chase	- Chase 4 Loop, knocked back, resume chase
Zombie_Stand_To_HyperChase_1	- Standing to sprinting, HyperChase 1 Loop
Zombie_HyperChase_1	- Sprinting Loop, wild uncoordinated, stiff legs
Zombie_HyperChase_1_IP	- In Place version
Zombie_Stand_To_HyperChase_2	- Standing to sprinting, HyperChase 2 Loop
Zombie_HyperChase_2	- Sprinting Loop, loose arms down
Zombie_HyperChase_2_IP	- In Place version

WALKS

NAME	DESCRIPTION
Zombie_Stand_Walk_F_1	- Standing to Walk forward v1
Zombie_Walk_F_1_Loop	- Short loop
Zombie_Walk_F_1_Loop_IP	- In-Place (19.88 cm/sec)
Zombie_Walk_F_1_Full_Loop	- Long version loop
Zombie_Walk_F_1_Full_Loop_IP	- In-Place (19.88 cm/sec)

Zombie_Walk_F_3_Loop	-	Short loop
Zombie_Walk_F_3_Loop_IP	-	In-Place (37.73 cm/sec)
Zombie_Walk_F_3_Full_Loop	-	Long version loop
Zombie_Walk_F_3_Full_Loop_IP	-	In-Place (37.73 cm/sec)
Zombie_Stand_Walk_F_5	-	Standing to Walk forward v5 including Full
Zombie_Walk_F_5_Loop	-	Short loop
Zombie_Walk_F_5_Loop_IP	-	In-Place (33.03 cm/sec)
Zombie_Walk_F_5_Full_Loop	-	Long version loop
Zombie_Walk_F_5_Full_Loop_IP	-	In-Place (33.03 cm/sec)

STANDS, REACHES, TURNS, SHAMBLES

MOB_Stand_to_Zombie_Idle_1-v2	-	Mobility_Stand transition to Zombie_Idle_1-v2
Zombie_Idle_1-v2_to_MOB_Stand	-	Zombie_Idle_1-v2 transition to Mobility_Stand
Zombie_Idle_1-v2_Full	-	Long Standing Idle
Zombie_Idle_1-v2	-	Standing Idle, v1.2 with New Pose
Zombie_Idle_2	-	Standing Idle, Animated, looking around
Zombie_Idle_4	-	Standing Idle, Restless, belly out, slow turning L/R
Zombie_Turn_L_180_1	-	Standing turn Left 180
Zombie_Turn_L_90_1	-	Standing turn Left 90
Zombie_Turn_R_180_1	-	Standing turn Right 180
Zombie_Turn_R_90_1	-	Standing turn Right 90
Zombie_Reach_1	-	Reaching stuck behind an object
Zombie_Reach_2	-	Reaching stuck behind an object
Zombie_Reach_Full_1	-	Reaching stuck behind an object, long version
Zombie_Reach_Full_2	-	Reaching stuck behind an object, long version
Zombie_Shamble_1	-	Partial walk and standing
Zombie_Shamble_Long_1	-	Partial walk and standing